PLAYBOOK

989 SPORTS®

NCAA®

FINAL FOUR®

2003

NCAA BASKETBALL™

SONY COMPUTER ENTERTAINMENT®

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.
A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:
Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:
The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 DISC:
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

NCAA® FINAL FOUR® 2003 TIPS AND HINTS

PlayStation 2 Hint Line
Hints for all games produced by SCEA are available:

Within the US **1-900-933-SONY (1-900-933-7669)**
$0.95/min. auto hints (All prices subject to change)

Within Canada: **1-900-451-5757**
$1.50/min. auto hints (All prices subject to change)

For US callers, the automated support hint line is available 24 hours a day, 7 days a week. Live support is not available at this time. Live support for Canada is not available at this time.

This hint line supports games produced by Sony Computer Entertainment America. No hints will be given on our Consumer Service Line. Callers under 18 years of age, please obtain permission from a parent or guardian before calling. This service requires a touch-tone phone.

Consumer Service/Technical Support **1-800-345-SONY (1-800-345-7669)**
Call this number for help with technical support, installation or general questions regarding the PlayStation 2 console and its peripherals. Representatives are available Monday–Saturday, 6AM–8PM PST, Sunday 7AM-6:30 PM PST, 365 days a year (including holidays).

www.playstation.com and www.989sports.com
Our news is always hot! Visit our website and find out what's happening – new titles, new products and the latest information about the PlayStation computer entertainment systems.

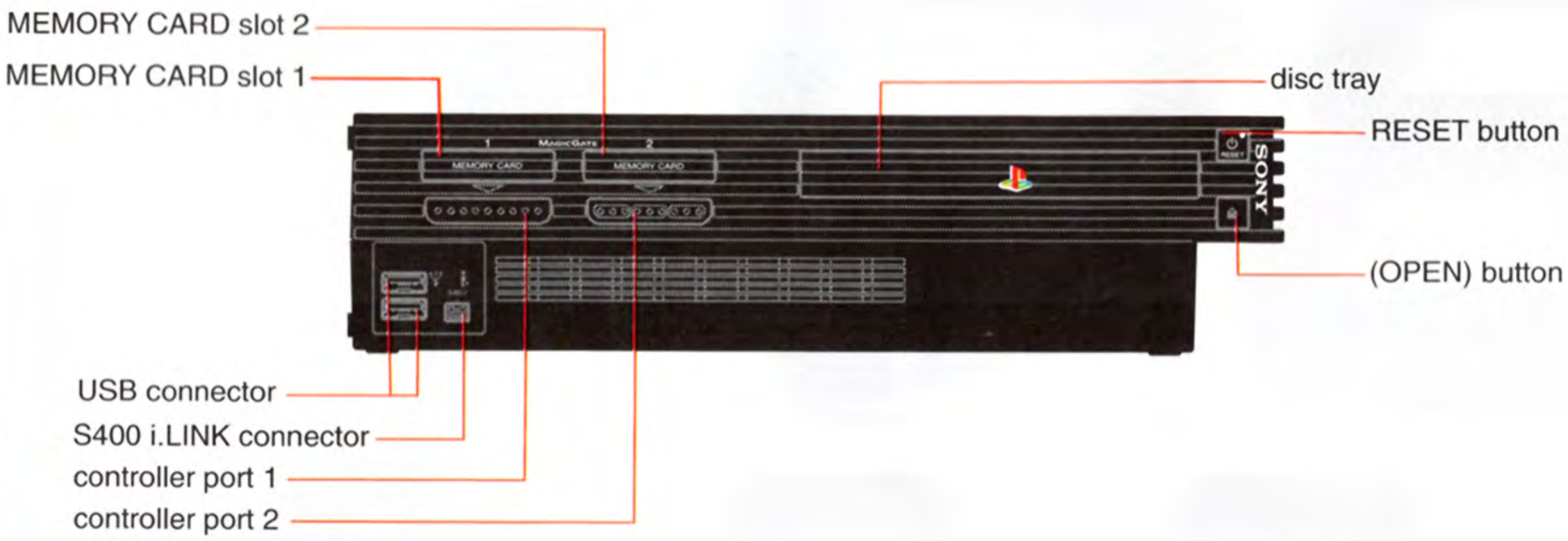
TABLE OF CONTENTS

Getting Started 2
Starting Up 3
Saving Data 3
Game Controls 4
On The Court 6
    Pregame Menu 8
    Pause Menu 12
Quick Start 13
Exhibition 13
New Season 15
New Dynasty 20
New Career 24
New Tournament 26
Continue 27
Arcade 27
Practice 28
Options 29
Records 32
MEMORY CARD (8MB)(for PlayStation 2) 33
    Save Game 33
    Load Game 33
    Save Records 34
    Load Records 34
    Delete Files 34
Credits 35

NCAA® FINAL FOUR® 2003

GETTING STARTED

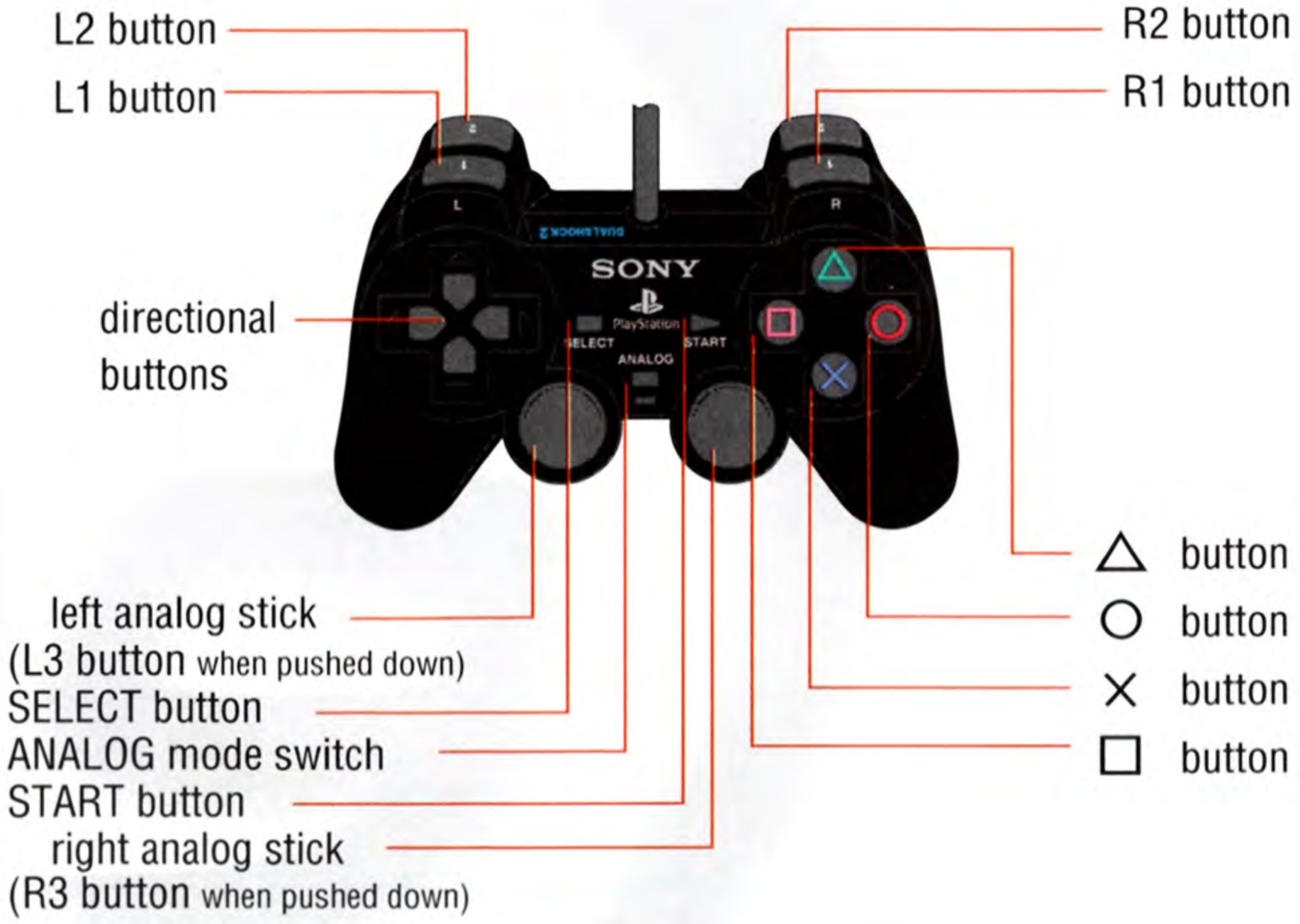
PlayStation®2 Setup



Set up your PlayStation 2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the NCAA Final Four 2003 disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

STARTING UP

DUALSHOCK®2 Analog Controller



MULTITAP

When using the Multitap (for PlayStation 2), at least one controller must be connected to Controller Port 1-A or 2-A.

SAVING DATA

You must insert your MEMORY CARD (8MB)(for PlayStation 2) before you save or load a file. NCAA Final Four 2003 saves user-defined options and all data for Seasons, Tournaments, Records, Roster Changes, and Recruits. Up to 710KB of memory must be available on your MEMORY CARD (8MB)(for PlayStation 2) in order to save game data and user-defined options, while only 7-45KB are needed to save user records. If you don't use a MEMORY CARD (8MB)(for PlayStation 2), all NCAA Final Four 2003 data will be lost when you turn OFF your PlayStation 2 console. See *MEMORY CARD (8MB)(for PlayStation 2)* on page 33 for more information.

NCAA® FINAL FOUR® 2003

GAME CONTROLS

Offense

	Move player	← / → / ↑ / ↓ (or left analog stick)
	Shoot	◉
	Fake shot	Tap ◉
	Pass	⊗
	Lob pass	Tap ⊗
	Bounce pass	Jab ⊗
	Protect ball	▣
	Turbo	R1
	Back down	R2
	Separation move when dribbling	Right analog stick ← / →
	Spin move when dribbling	Rotate right analog stick counter clockwise/clockwise
	Dribble fakes	L1 + right analog stick
	Pause game	► START

Advanced Offense

	Jump-stop post move left/right	R2 + right analog stick ← / →
	Ball-pull post move left/right	R2 + rotate right analog stick ← / →
	Shoulder-fake post move left/right	R2 + L1 + right analog stick ← / →
	Lean-back post move	R2 + L1 + right analog stick ↓
	Special dribble when dribbling	L1 + ⊗, □, or △
	Icon cutting (see page 6)	L1 + L2 + ⊗, □, △, or ○
	Icon passing (see page 7)	L2 + ⊗, □, △, or ○
	Icon screening (see page 7)	R2 + L2 + ⊗, □, △, or ○

Defense

	Move player	← / → / ↑ / ↓ (or left analog stick)
	Steal	□
	Jump/Block	△
	Switch to nearest defender	○
	Intentional foul	L1
	Turbo	R1
	Defensive crouch	R2
	Running steal	□ + left analog stick
	Icon switching (see page 7)	L2 + ⊗, □, △, or ○
	Change defensive set (see page 10)	SELECT + ⊗
	Intentional foul option ON/OFF	SELECT + ○
	Defensive press option ON/OFF	SELECT + △
	Double team option ON/OFF	SELECT + □
	Pause game	START

Free Throw Shooting

	Dribble at line	L1
	Stretch and raise ball above head	R2
	Spin ball in hand	L2
	Align shot with basket	Push analog sticks together (➡ / ⬅)
	Shoot	R1

Use the left and right analog sticks to align your free throw by stopping the shot cursors as close to the basket as you can

ON THE COURT

Icon Cutting

Icon Cutting allows you to control your teammates by directing them to make a cut to the basket. Hold L1 + L2 to bring up the cutting icons shown below each teammate, and then press the icon of a teammate.

Icon Passing

Icon Passing allows you to pass the ball to any teammate. Hold L2 to bring up the passing icons shown below, and then pass the ball by pressing the icon of a teammate.

Icon Screening

Icon Screening allows you to control your teammates by directing them to set picks. Hold R2 + L2 to bring up the screening icons and press the icon of a teammate. The pick will be set for the ball carrier.

Icon Switching

Use Icon Switching on defense to switch control to other players on the court. Press L2 to bring up the switching icons shown below each player. Once the icons are up, press the icon symbol of the defender you want to control.

Player Identification Icons

Player Identification Icons are special symbols that appear below the players on the court. Other than the icon that represents ball possession, these icons represent superstar talents of a select few individuals.

Fast player

Star player

Great shooter

Player with the ball

Shot Meter

The shot meter allows you to time the release of your shot so that it has the best possible chance at going through the hoop. To hit the shot, press and hold ◉ to activate the shot meter. Release ◉ when the ball fits perfectly into the circular portion of the meter. Releasing the shot button too soon or too late will result in a loss of accuracy on the shot.

The ball must fit perfectly with the circular portion of the shot meter to assure the field goal

Pregame Menu

The Pregame Menu gives you the chance to make changes to your game attributes before you begin.

PLAY

Play starts the game. At the jump ball screen, the referee will throw the ball in the air. Time your jump and tap the ball to a teammate by pressing △.

OPTIONS

Options allow you to customize your game's rules, presentation, and interaction attributes. See *Options* on page 29 for option descriptions.

CAMERA

Selecting Camera allows you to set your favorite camera angle of the court.

- Press ⬆ / ⬇ to select a camera angle. The view will automatically adjust so you can see the view of the court from the selected angle.
- Press ⊗ to accept your choice and return to the Pregame Menu.

LINEUP

You can change the starting lineups before you start the game. Once the game is started, use the Pause Menu to make player substitutions.

- From TEAM, press ⬅ / ➡ to choose a team.
- Press ⬇ to activate the Line Up grid.
- Press ⬆ / ⬇ to select a starter or a bench player. Press ◉ to view player stats.
- Press ▣ to select a player, locking him in for a player switch.
- Press ⬆ / ⬇ to select another player, and then press ▣ to make the change.

OFFENSE

Choose your offensive play set for the game. Your choice will become your default play set from which you can make play calls on the fly during gameplay. Each offensive play set has the same four plays; pick and roll, low post, reverse, and isolation. Each play has a controller icon associated with it so you can make your calls during the game by pressing the buttons on your controller. As you make new play calls during the game, the icon of the play will flash on the screen.

NOTE: Call a play while on the court by holding SELECT *and pressing one of the icon symbols.*

- From TEAM, press ⬅ / ➡ to choose a team.
- Press ⬇ to SET, and then press ⬅ / ➡ to choose your play set.
- Press ⊗ to accept the default set.

Pick and Roll

A pick and roll uses the center to set a pick for a guard. As the defense switches its matchup, the center rolls off the pick to receive a pass for a shot.

Low Post

Create a shot for your center down low in the paint.

Reverse

Pass the ball around the perimeter in one direction, while your forward works himself free to the opposite side of the court. The ball is reversed back to that side where your forward will receive the ball.

Isolation

Use the talents of individual players by using an isolation play to clear out the rest of your players and the defenders to one side of the court, leaving a one-on-one situation.

DEFENSE

Choose your defensive style, press option, intentional foul option, double team option, and defensive pressure for the game. Once setup, your team will play defense using these game options. However, during the game, you can make defensive play call changes on the fly. As you make new play call changes during the game, they will flash on the screen.

NOTE: Call a play while on the court by holding SELECT *and pressing one of the icon symbols. To call a new defensive style, repeatedly press* ⊗ *to cycle through style options and choose a new style.*

- From TEAM, press ← / → to choose a team.
- Press ↓ to select a defensive option, and then press ← / → to make a change.
- Press ↓ to PRESSURE, and then press ← / → to set the amount of defensive pressure that will be applied to each defensive style.
- Press ⊗ to accept your defensive setup.

Man to Man

Man to Man has each player picking up a man to defend.

Box & 1 and Triangle & 2

These are a combination of zone and man to man defenses. The shape describes the position of the zone players and the number represents the number of man defenders in that defense.

The Box & 1 contains four defenders positioned at the four corners around the lane, and one man-to-man defender protecting the three point line and guarding the ball handler.

The concept is the same for the Triangle & 2. Three zone defenders position themselves in a triangle formation around the lane, and two man-to-man defenders follow the ball, while protecting the three point line.

1-3-1, 2-1-2, and 2-3

These are all types of zone defenses. Each number represents a player and their location on the defensive end of the court. 1-3-1 has a man at the top of the key and underneath the basket as three men spread across the middle of the key. The concept is the same for 2-1-2 and 2-3 defenses.

CONTROLLER

See *Controller* on page 14 for more information.

INJURY REPORT

View the injuries that have taken place during the course of the game. You can view each team's injuries by pressing ← / → from the TEAM item.

QUIT

Quits the current game and returns you to the Main Menu.

NCAA® FINAL FOUR® 2003

Pause Menu

Press ► START to pause the game and bring up the following menu options. For menu options in the Pause Menu not described below, see *Pregame Menu* on page 8 or *Options* on page 29 for more information.

RESUME

Resumes the game at the point that it had been paused.

REPLAY

Replay gives you a chance to analyze the last play. Use the controls shown on the screen to control the flow of the replay.

GAME STATS

Game Stats are compiled for the current game in progress.

- Press ⬆ / ⬇ to view the entire list of Game Stats.

PLAYER STATS

View the current game's player stats.

- From TEAM, press ⬅ / ➡ to choose a team.
- Press ⬇ to enter the Player Stats grid.
- Press ⬅ / ➡ to select a statistical category. To sort a stat category, organizing players from best to worst, highlight a stat category and press ◉.
- Press ⬆ / ⬇ to view the entire list of team stats.

SHOT CHART

The Shot Chart will show where on the court a player has taken his shots. Red dots are shots that were made. Blue dots are shots that were missed. Shots can be viewed for either team and any player.

- Press ← / → to choose a team.
- Press ↓ to PLAYER, and then press ← / → to view the shots of each player.

TIMEOUT

Selecting this option will result in a timeout being called for your team. You must have possession of the ball to call a timeout. Each team receives five timeouts per game. Up to four timeouts can be carried over to the second half.

QUICK START

To avoid the pregame setup of a matchup, choose Quick Start to play a game featuring two teams randomly chosen by the CPU. Pick one of the teams and begin play. It's as simple as that. If you decide after selecting Quick Start that you would prefer to set up a different game format:

- Press △ from the Controller screen to go back to the Main Menu.

NOTE: See Exhibition below to learn how to configure your controller.

EXHIBITION

Exhibition games allow you to play single games between any two teams. Play against a tough division rival or play with two teams that might not see each other during the course of a regular Season. Use the team ratings on the screen to create good matchups for your game.

NOTE: Exhibition games are not recorded in Season standings and game and player stats are not saved.

- Press ○ to select the home or away team.
- Press ← / → to choose a team. You can press L1 / R1 to cycle alphabetically through the teams.
- Repeat these steps to make a selection for the opposing team.
- Press ✕ to accept the team matchup and bring up the Controller screen.

NCAA® FINAL FOUR® 2003

Controller

Choose a team to control for your game and also configure your controller to change the action of its buttons. You can also set your controller for vibration, enabling you to feel game sensations.

- Press ← / → to choose a team.
- Press ◉ to configure your controller by setting different offensive and defensive actions for your controller buttons.
- Press ↑ / ↓ to highlight a game action.
- Press ← / → to change the action button symbol. If after you make changes to your controller setup you decide to use the default settings, press ▣.
- Repeat the previous two steps to complete your controller configuration for each button symbol.
- Press ◎ to turn Vibration ON/OFF.
- Press ⊗ to accept the new configuration or press △ to cancel.
- Press ⊗ to play the game.

As you change one button action, be aware that others will also change

NEW SEASON

The objective of New Season mode is to make it into the NCAA Tournament's field of 64. A New Season consists of 28 games and may include a conference championship tournament when all Season games are complete.

Select Team

You can select a team from the entire field of NCAA teams or you can select a conference and choose from just those within the conference.

- Press ⬆ / ⬇ to CONFERENCE, and then press ⬅ / ➡ to choose a conference from which to select your team. To select a team from the entire field of NCAA teams, make the conference selection ALL. You can also press L1 / R1 to cycle alphabetically through the conferences.
- Press ⬆ / ⬇ to SCHOOL, and then press ⬅ / ➡ to choose a team. You can press L1 / R1 to cycle alphabetically through the schools. Use the team ratings shown on the screen to setup good matchups.
- Press ⊗ to select your team and continue. A Create Player dialog box will pop up asking if you would like to create your own players for your team.
- Press ▣ to create your own players or △ to move to the Season Schedule and begin your Season.

Create Player

Change the attributes and abilities of any player on your roster.

- Press ⬆ / ⬇ to highlight a starter or player from the bench, and then press ▣ to delete that player and create a new one. Starters are marked with a position abbreviation by their number (e.g., PG).
- Press ⬆ / ⬇ to select an attribute or ability and press ⬅ / ➡ to make a change. In the case of changing a player's abilities, his overall ability can increase or decrease as you alter each ability option. Each option can go as low as 40 and as high as 99.
- Press ⊗ to create your player and return to the current roster screen.

Season Menu

CONTINUE

Continue brings you to the Schedule screen where you can select any game on the schedule to play or simulate. See *Season Schedule* below.

SEASON SCHEDULE

Select any game on the schedule to play or simulate. If you choose to play or simulate a game further down in the schedule, all games prior to it will be simulated.

- Press ⬆ / ⬇ to select a game on the schedule to play. You can simulate any game on the schedule by highlighting it and pressing ◉. Once a game is simulated, it cannot be replayed.
- Press ⊗ to play a game and bring up the Controller screen. See *Controller* on page 14 for more information.

When your Season is complete, from the Schedule screen, press ⊗ to enter your conference's Tournament. When your conference's Tournament is complete, the NCAA Tournament will begin. If your team does not have a conference Tournament and you have qualified for the NCAA Tournament, you will then enter the NCAA Tournament bracket.

- Press ⊗ to play your game and bring up the Controller screen. See *Controller* on page 14 for more information.

PRACTICE SCHEDULE

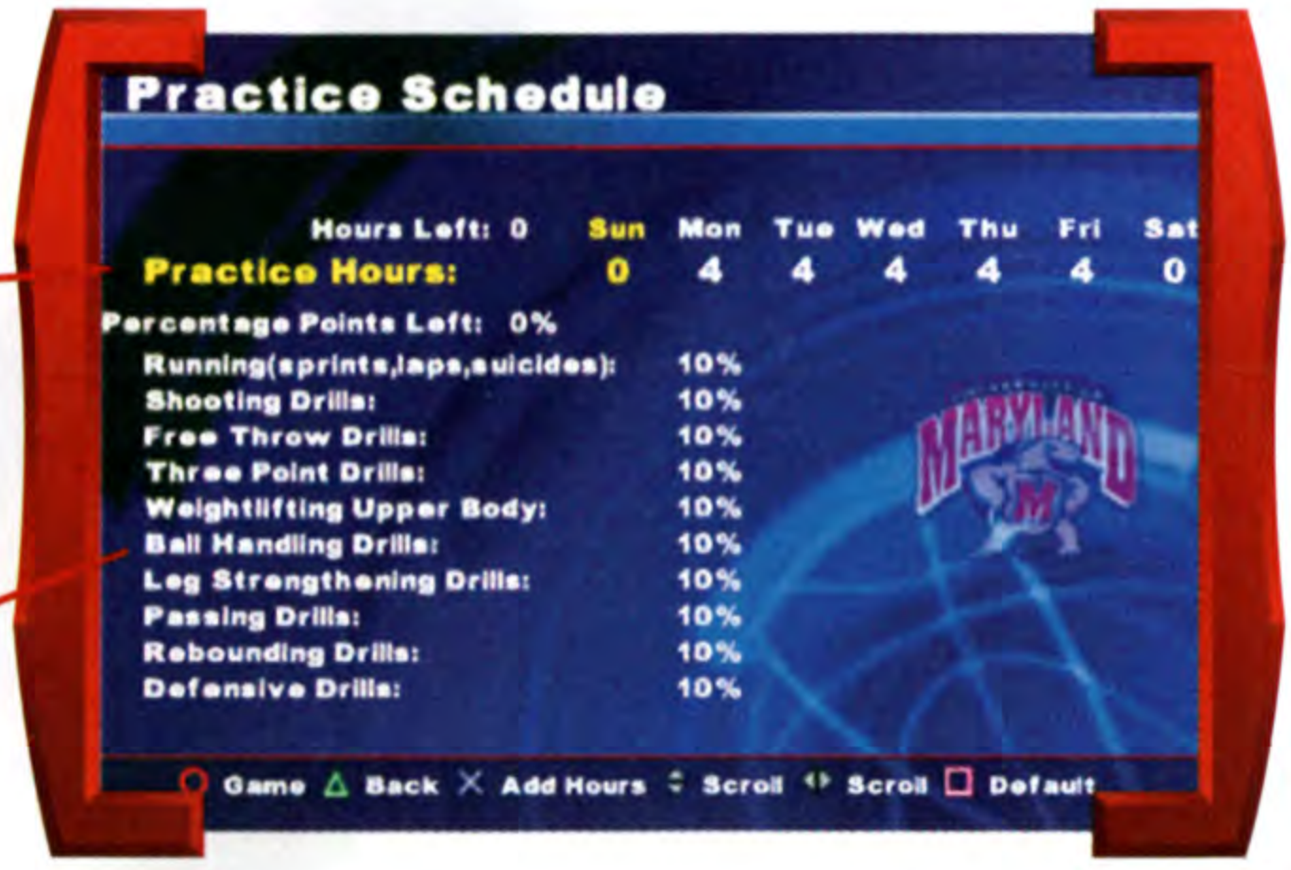
The Practice Schedule gives your players time to work on their fundamentals and increase their strength and conditioning. Depending on the scheduled opponent, you may want your team to focus on certain aspects of its game. You can change the amount of hours your team practices and the percentage of time your team spends on each drill per session (e.g., Shooting Drills: 10%).

- From Practice Hours, press ⬅ / ➡ to select a day of the week.

- Press ⊗ to change the hours of practice for that day. You can practice for a maximum of 4 hours. If you decrease the number of hours you practice for a particular day(s), you can then increase the number of hours to practice for a different day. Press ▣ to return to the default settings.
- Press ⬆ / ⬇ to select a team drill.
- Press ⬅ / ➡ to change its percentage setting. By decreasing the percentage time of one drill, you can then increase the time spent on another drill. Press ▣ to return to the default settings.
- Press ◉ to move to the game date on the Schedule screen.

Practice any day of the week for up to 4 hours

Change the time spent on each drill to meet your team needs



STANDINGS

The Standings screen will show the place of each team within its respective conference. After each game is played, check your team's position within the conference and its overall win/loss record.

- From CONFERENCE, press ⬅ / ➡ to choose a Division I-A Conference. You can press L1 / R1 to cycle alphabetically through the conferences.
- Press ⬇ to enter the standings grid.
- Press ⬆ / ⬇ to view the entire list of teams within the conference.

STATS

View the statistics of all the individual players and teams in Division I-A. Stats are only available for Seasons and Tournaments.

- From the Stats screen, press ⬆ / ⬇ to select Individuals or Teams.
- From CONFERENCE, press ⬅ / ➡ to choose a conference from which to select your team. To select a team from the entire field of NCAA teams, make the conference selection ALL. You can press L1 / R1 to cycle alphabetically through the conferences.

- Press ⬇ to TEAM, and then press ⬅ / ➡ to choose a team. You can press L1 / R1 to cycle alphabetically through the teams.
- Press ⬇ to enter the stats grid. To sort a stat category, organizing players or teams from best to worst, press ⬅ / ➡ to highlight a stat category, and then press ▣ (from the individuals stats) or ◉ (from the team stats).

NOTE: From the Individual Stats screen, you can view a player's details by pressing ◉. From this screen, you can edit a player's name. See Edit Player Name below.

- Press ⬆ / ⬇ to view the entire list of players or teams.
- Press ⬅ / ➡ to view the entire list of statistical categories.

Edit Player Name

To edit a player's name, from the Player Details screen:

- Press ⬅ / ➡ / ⬆ / ⬇ to choose a character, and then press ⊗ to enter it.
- Press ⬆ / ⬇ to select the DONE key, and then press ⊗ to accept your player name and return to the Player Detail screen.
- Continue pressing △ to move back to the Season Menu.

ROSTER

Set new starters for your game and check the player injury reports from around the NCAA Division I-A.

Set Starters

Substitute a starter for a player off of the bench. If you created players when you started your Season, the new players will appear on your roster.

- Press ⬆ / ⬇ to select a starter to replace. You can press ⬅ / ➡ to view all of a player's attributes. You can also press ◉ to view a player's details.

- Press ◉ to move to the bench, and then press ⬆ / ⬇ to highlight a player to replace your starter.
- Press ◉ to change your starter.

Injuries

View the list of player injuries that have been reported during the Season.

- From CONFERENCE, press ⬅ / ➡ to choose a conference. To view the entire list of injuries, from CONFERENCE, choose ALL.
- Press ⬇ to enter the injury report grid.
- Press ⬆ / ⬇ to view the entire list of players and their injuries.

POLLS

Coaches and Writers Polls are used to rank the top 25 teams in the country. View the up-to-date polls to see if your team ranks among the best in the country.

- From POLL, press ⬅ / ➡ to choose Writers or Coaches Poll.
- Press ⬇ to enter the Polls grid.
- Press ⬆ / ⬇ to view the entire list of ranked teams.

AWARDS

Awards are given out to the Season's top performers. As a Season unfolds, view the leading candidates for First and Second Team All-Conference and the Conference Player of the Year.

- From CONFERENCE, press ⬅ / ➡ to choose a conference and view the leading candidates. To view leading candidates for the entire Division I-A, choose ALL from CONFERENCE.

BUBBLE WATCH

A team is on the bubble when it has just enough wins to enter the NCAA Tournament, but not enough wins to make its berth automatic. The NCAA selection committee will determine which of these teams deserves to play in the NCAA Tournament. The Bubble Watch is only available during a Season and after February 1st.

Bubble Watch
TEAM:
RECORD
1. New Mexico 15 - 5
2. UC Santa Barbara 14 - 5
3. Maryland 14 - 7
4. Auburn 13 - 6
5. Connecticut 13 - 6
6. Oregon St. 12 - 6
7. Georgia Southern 15 - 5
8. Temple 13 - 7
9. Georgia Tech 13 - 7
10. Cincinnati 14 - 7
11. Gonzaga 14 - 7
12. Xavier-Ohio 13 - 7
LOBOS
NEW MEXICO
record: 15 - 5
vs. last 10: 7 - 3
vs. top 25: 1 - 0
rpi.: .5498
xit Teams

- Press ⬆ / ⬇ to view the entire list of teams on the bubble.

NCAA® FINAL FOUR® 2003

NEW DYNASTY

New Dynasty is a multi-season format that allows you to take your favorite college team and attempt to build it into a powerhouse program. Part of building a New Dynasty is choosing your coaching level. You can start out as an Graduate Assistant or Assistant Coach or start at the top as a Head Coach. At the end of each Season you'll be recruiting high school players from around the country to attend your school. The object is for your school to improve each year. The success of your team will determine the quality of freshman that attend your school.

NOTE: All roster cuts and recruiting take place at the end of a Season.

Coach Rank Select

Choose a coaching level for your New Dynasty from the following choices. Each coaching level has defined recruiting options.

GRADUATE ASSISTANT

Player recruiting at this rank is done by the CPU. For automatic recruiting, choose this option.

ASSISTANT COACH

As an Assistant Coach, you have control over the recruiting process. Assistant Coaches have 5 visits per session to use on potential recruits in an attempt to lure them to their school.

HEAD COACH

As a Head Coach, you have control over the recruiting process. At Season's end, you'll have 10 visits per session to use on potential recruits in an attempt to lure them to your school.

- Press ↑ / ↓ to select a coaching level, and then press ⊗ to move to the Select Team screen.
- You can choose a school from the entire NCAA Division I-A or choose a specific conference from which to select a team. From SCHOOL, press ← / → to choose a team. You can press L1 / R1 to cycle alphabetically through the schools.
- Press ⊗ to continue. A popup screen will appear asking you if you want to name your coach. Press ⊗ to name your coach or △ to move to the Dynasty Menu.

Coach Name

To name your coach, from the onscreen naming system:

- Press ← / → / ↑ / ↓ to choose a character, and then press ⊗ to enter it.
- Press ↑ / ↓ to select the DONE key, and then press ⊗ to accept your player name and move to the Dynasty Menu.

Dynasty Menu

Menu items for New Dynasty are identical to the Season Menu other than the Continue item. See *Season Menu* on page 16 for information on all other menu items.

CONTINUE

Continue allows you to re-enter your New Dynasty's Season at the next scheduled game. At the end of the Season, Continue will bring you to the conference and NCAA Tournaments.

If you have played a New Dynasty Season as an Assistant Coach or a Head Coach, Continue will start the next Season by giving you the opportunity to cut players from your roster and travel the country searching for new recruits.

Once the Season is over and the Tournaments are finished:

- Highlight CONTINUE from the Dynasty Menu, and then press ⊗ to bring up the Season End screen.
- Press ⊗ to continue and start the next Season. You will then find out how many of your players graduated and how many left early for the pros, giving you an idea of how many recruits you'll need to land.
- Press ⊗ to continue to the Roster Cut screen.

NCAA® FINAL FOUR® 2003

ROSTER CUT

This is your chance to remove or cut players from your roster to make room for new talent.

- Press ⬆ / ⬇ to highlight a player to cut.
- Press ▣ to mark him.
- Press ⊗ to make the cut and continue.

RECRUITING REGIONS

The number of recruiting visits you make will depend on the coaching level you chose at the beginning of the New Dynasty.

To choose a region of the country to visit and do some recruiting:

- Press ⬅ / ➡ / ⬆ / ⬇ to choose a region.
- Press ⊗ to visit the region and bring up the Recruiting States screen.

RECRUITING STATES

This screen allows you to choose a state to recruit from within the selected region.

- Press ⬆ / ⬇ to select a state.
- Press ⊗ to visit the state.

NOTE: Press ◉ to create your own players. See Create Player on page 15 for more information.

RECRUITING LIST

The Recruiting List gives detailed information on each recruit including their interest level in your school.

- Press ⬆ / ⬇ to highlight a recruit, and then press ⊗ to view his bio.
- If you would like to make a visit for this recruit, press ⊗. The total number of visits allowed will be shown at the top of the screen and will reduce in number as you make your visits.
- After spending a visit on a recruit, return to the Recruiting List by pressing △. You can visit more of the recruits listed or go back to the Recruiting States screen and choose a different state to recruit from. You can continue to recruit from this region or press △ to go back to the Recruiting Regions screen and select a different region.
- After using up all of your visits, press ▣ to end your recruiting session and go to the next session. There are a total of four recruiting sessions. To improve your chances of successfully recruiting a player, visit the player during each recruitment session.

National ranking of recruit

Spots to fill on the roster

CANDIDATES
Home State
Pos
National Ranking
Overall
Name
Ht
Wt
MD SF 198 76 Z.Durocher 6'8" 238
MD PG 250 75 M.Leary 5'9" 172
MD PF 118 78 Y.Durbin 6'11" 322
MD SF 428 72 Q.Westbro... 6'9" 244
MD PG 539 70 O.Christy 5'9" 187
MD SF 711 67 Q.Prado 6'8" 239
MD PF 712 67 D.Tate 6'8" 270
MD SG 971 59 I.Howell 6'3" 180
MD PF 157 77 T.Buckner 6'10" 306
MD C 952 60 Z.Christen 6'8" 225
Spots To Fill: 8
Needs:PG SG SF PF
X Accept Player O Sort ⇕ Select

CANDIDATES

From the Candidates screen you will choose from the list of recruits that have excepted your invitation to attend your school. You will need to fill all of the open spots on your roster. The number of spots to be filled on your roster will be shown on the bottom of the screen.

- Press ⬆ / ⬇ to select a recruit, and then press ⊗ to accept the player and add him to your roster. Continue to add players until you have filled all of your spots.
- Press ▣ when done to view the top 20 recruiting classes.
- Press ⊗ to continue to the Line Up screen.

NCAA® FINAL FOUR® 2003

LINE UP

From the Line Up screen, you can edit your starting line ups before each game. In this case, you will be making changes before the first game of the Season.

To make a change to the line up:

- Press ⬆ / ⬇ to highlight a starter. You can press ⬅ / ➡ from a player to view all of his attributes or press ◉ to view a player's details.
- Press ▣ to select that player, which will move the cursor to the bench grid.
- Press ⬆ / ⬇ to highlight a player to replace the starter.
- Press ▣ to make the change to your line up.
- Press ⊗ when done to move back to the Dynasty Menu where you can begin the new Season.

NEW CAREER

A New Career is a multi-season format that gives you the chance to develop as a coach and work your way up the coaching ladder. You will start your career as a Graduate Assistant at a small school and move your way up the coaching ranks to become a Head Coach of a major college program. At the end of each Season, your performance will be evaluated. The object is to improve upon the previous Season's results. Your win/loss record at the end of each Season will determine whether you receive Assistant or Head Coach offers from your school or other schools in the NCAA Division I-A. Once you reach Assistant or Head Coach levels, you will participate in the recruiting process. As a coach, your team's failures on the field and in the won/loss column can result in you losing your job.

Select Team

- From SCHOOL, press ← / → to choose a team. You will notice that the schools available are smaller, lesser-known schools. Once your team has reached a level of promise and recognition, you will begin to receive offers from well-know, prestigious schools.
- Press ⊗ to continue. A popup screen will appear asking you if you want to name your coach. Press ⊗ to name your coach or △ to move to the Dynasty Menu.

Coach Name

To name your coach, from the onscreen naming system:

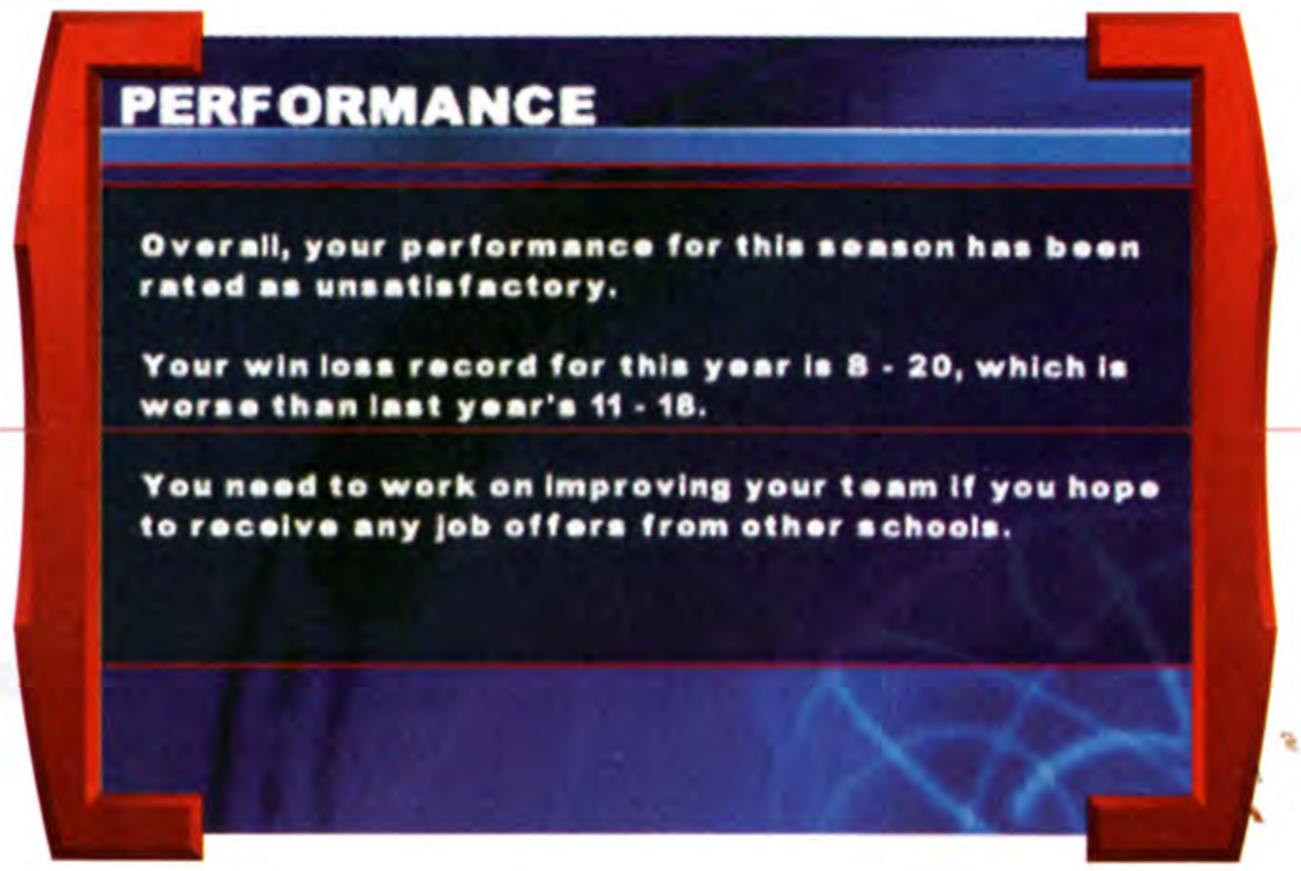
- Press ← / → / ↑ / ↓ to choose a character, and then press ⊗ to enter it.
- Press ↑ / ↓ to select the DONE key, and then press ⊗ to accept your coach name and move to the Dynasty Menu.

Career Menu

Menu items for Career are identical to the Season Menu other than the Continue item. See *Season Menu* on page 16 for information on all other menu items.

CONTINUE

Continue allows you to re-enter your New Career's Season at the next scheduled game. At the end of the Season, Continue will bring you to the conference and NCAA Tournaments. When the Season and Tournaments are over, your coaching performance will be rated. If you are offered positions as an Assistant or Head Coach and you accept one of them, at the end of a Season you will then be responsible for recruiting players. See *New Dynasty* on pages 20-24 for information on how to recruit.


PERFORMANCE
Overall, your performance for this season has been rated as unsatisfactory.
Your win loss record for this year is 8 - 20, which is worse than last year's 11 - 18.
You need to work on improving your team if you hope to receive any job offers from other schools.

- After selecting CONTINUE from the Career Menu, you will be shown your evaluation from the Performance screen. Your job performance will determine your future as a coach.
- Press ⊗ to move to the Job Openings screen.

NCAA® FINAL FOUR® 2003

JOB OPENINGS

Listed on this screen will be all of the job offers that you have received.

- Press ⬆ / ⬇ to view each offer. As each position is highlighted, team attributes will appear, giving you an idea of each team's current state.
- Press ⊗ to select your team. Notice that one of the job offers will be to keep your current job. If you stay with your current program, you have a chance to build on the previous year's successes and get even better offers at the end of the following Season.
- Press ⊗ to bring up the Season End screen.
- Press ⊗ to continue and start the next Season. You will then find out how many of your players graduated and how many left early for the pros, giving you an idea of how many recruits you'll need to land.
- Continually press ⊗ to move through the Season End screens and get to the Roster Cut screen. See *New Dynasty* on pages 20-24 for information on roster cuts, recruiting, and changing your starting line up.

NEW TOURNAMENT

A New Tournament is the NCAA's Championship Tournament. You can enter the tournament and play for the national title with any of the teams available in the NCAA's Division 1-A.

- Press ⬆ / ⬇ to CONFERENCE, and then press ⬅ / ➡ to choose a conference from which to select your team. To select a team from the entire field of NCAA teams, make the conference selection ALL. You can press L1 / R1 to cycle alphabetically through the conferences.
- Press ⬆ / ⬇ to SCHOOL, and then press ⬅ / ➡ to choose a team. You can press L1 / R1 to cycle alphabetically through the schools.

- Press ⊗ to select your team and continue. A Create Player dialog box will pop up asking if you would like to create your own players for your team. See *Create Player* on page 15 for more information.
- Press ▣ to create your own players or △ to move to the Tournament Menu.

To continue to the Tournament:

- Press ⬆ / ⬇ to select Continue, and then press ⊗. Once you enter the Tournament, you will move to the Tournament screen where all Season games will be simulated. The Tournament will begin with four regional brackets made up of 64 teams.

To use the Tournament Map to navigate through the tourney brackets:

- Press ▣ to select the tree map.
- Press ⬆ / ⬇ / ⬅ / ➡ to move through each Region and view each of the matchups.
- Press ▣ to switch control back to your bracket. You must move back to your bracket to play your game.
- Press ⊗ to play your game.

NOTE: You can simulate each round of the Tournament by pressing ◉.

CONTINUE

Continue a Season or Tournament at the next scheduled game. To use the Continue option, you must have already started a Season or Tournament or loaded a previously saved Season or Tournament from a MEMORY CARD (8MB)(for PlayStation 2).

ARCADE

An Arcade game is an Exhibition game that allows you to play at a faster pace with exaggerated special moves. See *Exhibition* on page 13 for more information on setting up a game.

PRACTICE

Practice

Work on your fundamentals before playing in a game. You can practice shooting, free throw shooting, and timing techniques.

- Press ← / → to choose a team, and then press ⊗ to go to the Practice Menu.

PLAY

Choose Play to begin your Practice session.

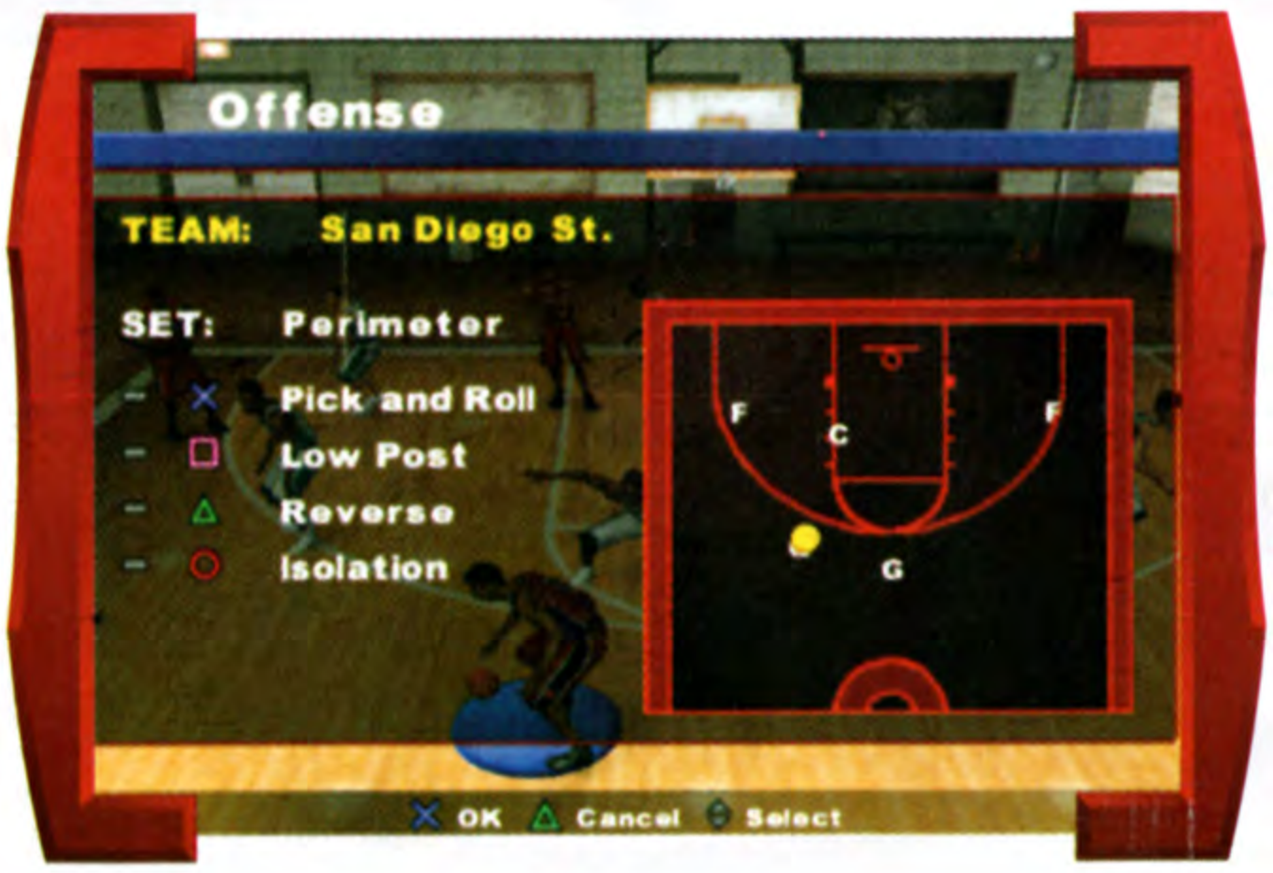
SELECT PLAYER

Choose a starter to work on his game. As your Practice session moves along, change your player control to other starters on the team.

- Press ↑ / ↓ to choose a player, and then press ⊗ to go back to the Practice Menu.

OFFENSE

Choose the offensive set to work on in your Practice session. Practice the Pick and Roll, Low Post, Reverse, and Isolation plays.



- Press ↓ to SET, and then press ← / → to choose a play set.
- Press ⊗ to go back to the Practice Menu.

PRACTICE OPTIONS

Choose the Practice Options for your session.

Practice

Choose the type of drills you will run during practice from Shoot Around, Free Throws, and Run Plays.

Ball Magnet

With Ball Magnet set to ON, after a player shoots the ball, it will be returned to him automatically. Set to OFF, your player must retrieve the ball after his shot.

Difficulty

The player difficulty will determine each player's ability. Choose from the Freshman, Sophomore, Junior, or Senior levels. The higher the level, the tougher the challenge.

OPTIONS

Use the following options to set your game attributes. Options can still be altered after a game is started either from the Pregame Menu or by pausing the game and choosing Options from the Pause Menu.

Rules

HALF LENGTH

There are two halves in a regulation game. Set each half length of the game to 5, 10, or 20 minutes.

DIFFICULTY

The player difficulty will determine each player's offensive and defensive ability. Choose from the Freshman, Sophomore, Junior, or Senior levels.

INJURIES

Player injuries can occur during your game and may keep a player off the court for an extended period of time. If you do not want to put your players at risk to an injury, keep this option set to OFF.

NCAA® FINAL FOUR® 2003

FATIGUE

Fatigue controls the exhaustion factor of the players on the court. Setting Fatigue to OFF keeps the players fresh for the entire game.

SUBSTITUTION

Choose a player substitution setting for the game. MANUAL gives you control to make player substitutions. AUTO will give control to the CPU allowing it to make substitutions when it sees fit during the game.

FOULS

Each player gets five personal fouls before he fouls out of the game. Set this option to OFF to avoid fouls from being called during the game.

SHOOTING FOULS

A shooting foul occurs when a player, who is in the act of shooting the ball, gets fouled. Set the rate at which these fouls will be called during the game.

REACH-IN FOULS

A reach-in foul occurs when a defender reaches into the ball handler's mid-section area. Set the rate at which these fouls will be called during the game.

CHARGING FOULS

A charging foul occurs when a defensive player has position with his feet set and the offensive player with the ball charges into him (makes contact) on his way to the basket for a shot. Set the rate at which these fouls will be called during the game.

BLOCKED SHOTS

Set the rate at which shots are blocked during the game.

STEALS

Set the rate at which steals occur during the game.

CPU SHOOTING

While you control one player on the court at a time, the CPU controls the rest. CPU shooting controls the shooting accuracy of the other players on the court.

Presentation

SOUND

Turn the sound of the front-end music ON/OFF.

SURROUND

You can set the sound for your game to surround sound by setting this option to ON.

CROWD

Control the noise level of the crowd for your game by adjusting the level of the crowd noise.

PLAY-BY-PLAY

Adjust the volume level of the play-by-play commentator.

SFX

Special sound effects of the game can include squeaking sneakers, whistles blowing, and baskets swishing. Adjust the volume level of these effects for the game.

MUSIC

Adjust the volume level of the in-game and front-end music.

AUTO REPLAYS

When exciting plays happen on the court, you don't want to miss them. With this option set high, Auto Replays will automatically show these special plays immediately after they happen.

NCAA® FINAL FOUR® 2003

Interaction

TOUCH SHOOTING

Touch Shooting gives you better control over a player's shooting ability. With Touch Shooting set to ON, a shot meter will appear on the screen when your player takes a shot. See *Shot Meter* on page 8 for more information.

NOTE: If the green border on the circular portion of the shot meter turns red, your player is out of range for his skill level.

GAME SPEED

Use Game Speed to set the pace or movement of the game. The higher the number, the faster the game action moves.

PLAYER ID

With Player ID ON, player identification (i.e., position and number) will be shown under your player during the game.

RECORDS

Team records are kept for each difficulty level and half length.

- From DIFFICULTY, press ← / → to choose a difficulty level.
- Press ↑ / ↓ to HALF LENGTH.
- Press ← / → to choose a length of 5, 10 or 20.
- Press ↑ / ↓ to view the entire list of records set.

MEMORY CARD (8MB)(for PlayStation 2)

Manage the files on your MEMORY CARD (8MB)(for PlayStation 2) by saving, loading, or deleting games and records.

Save Game

To save a finished game to the MEMORY CARD (8MB)(for PlayStation 2):

- Press ⬆ / ⬇ to select MEMORY CARD (8MB)(for PlayStation 2) slot 1 or 2.
- Name your game by pressing ⬅ / ➡ to cycle through the alphabet and pressing ⊗ to lock in the letters. You can back up and delete a letter by pressing ▣.
- Press ◉ to end the save setup, and then press ▣ to select YES and save the game. You can overwrite a saved game with one having the same name by following this step.

Save Game
MEMORY CARD slot 1
Please enter a name for your saved game.
Name: D E P
Exit ✕ Select □ Delete ○ End ◀▶ Letters ▲▼ MEMORY CA
Choose a slot
Create a unique name

Load Game

To continue a Season or Tournament, you must first load it from the MEMORY CARD (8MB)(for PlayStation 2).

From the Load Game screen:

- Press ⬅ / ➡ to choose MEMORY CARD (8MB)(for PlayStation 2) slot 1 or 2.
- Press ⬆ / ⬇ to choose a game from the MEMORY CARD (8MB)(for PlayStation 2), and then press ⊗ to load the game.

NCAA® FINAL FOUR® 2003

Save Records

To save the records from a Season or Tournament, from the Save Records screen:

- Press ← / → to choose MEMORY CARD (8MB)(for PlayStation 2) slot 1 or 2.
- Press ● to select YES and save the records.

If records already exist on your MEMORY CARD (8MB)(for PlayStation 2), you will be asked if you want to update your records.

- Press ✕ to update records.
- Press ● to confirm the overwrite.

Load Records

Load previously saved records from the MEMORY CARD (8MB)(for PlayStation 2).

From the Load Records screen:

- Press ← / → to choose MEMORY CARD (8MB)(for PlayStation 2) slot 1 or 2.
- Press ✕ to load records.

Delete Files

Delete files from the MEMORY CARD (8MB)(for PlayStation 2).

From the Delete Files screen:

- Press ← / → to choose MEMORY CARD (8MB)(for PlayStation 2) slot 1 or 2.
- Press ↑ / ↓ to select a file to delete, and then press ✕.
- Press ● to select YES and delete the file.

CREDITS

Killer Game

Tom Braski, Matt Brisbois, Mark Sweat, Cyrus Kamada, Jeff Uriate, Linden Vann, Jason Allgyer, Gary Weber, Jim Busike, Ben Montag, Caroline Kingery, Keith Elsner, Da-Hsiung Hsia, Derrik McGinnis, Mike Saucedo, Mike Young, Kyle Avise, Leo Mortero, Ron Horn, Josh Hassin, Alan Scales, Phil Van Valkenberg, Jocelyn Chew and Kevin McMahon

989 Sports

Producer
Jody Kelsey

Associate Producer
Greg Batalucco

Senior Producer
CJ Connoy

Director of Product Development, Sports
Kelly Ryan

Senior Project Manager, Product Development
Craig Ostrander

Licensing Account Manager
Kristin Mason

Director of Art
Homoud Alkouh

Director of Technology
Scott Murray

AUDIO

Director of Audio Services
Buzz Burrowes

Senior Sound Designer
Rex Baca

Sound Effects
Rex Baca and Chris Jahnkow

Dialog Editing
Joel Copen and Ira Cord Rubnitz

Play-By- Play Announcer
Eddie Doucette

Color Commentator
Billy Packer

Technical Script Writer
Pat Hagarty

P.A. Announcer
Steve Logan

MUSIC

Director of Music
Chuck Doud

INTRO CINEMATIC MUSIC
Original music composition by Gregory J. Hainer of SCORPIO SOUND

Lyrics performed and written by NUFF SAID (Kustoo and J7)

Managed by
Black Coffee Entertainment

Acoustic Bass performed by
Harvey Estrada

Additional D.J. Scratches source material by D.J. Prime (Goldyn Brown Productions)

MENU MUSIC
Original music composition by Gregory J. Hainer of SCORPIO SOUND

Cheerleader Music
Chuck Carr

SAN DIEGO FIRST PARTY QUALITY ASSURANCE

Director
Michael Blackledge

TEST TEAM

Senior Manager
Ritchard Markelz

Core Manager
Mike Veigel

Usability/Online Manager
Doug Damron

Game Test Engineers
Marcus Efting

Analysts
Derek Parker, Chad Walker, Greg Hicks, Gabriel Datte, Randy Icasas, Rusty Trevino, Andrew Williams, Greg Arimura, Arturo Gonzales, Reggie Fourmyle, Jaque Segall, Thomas Ryan, Daniel Guerrero, Eric Fison, Adam Stevens, Nico Nelson, Ray Gaebler, Scott Hokanson, Sean Valencia and Tim Vick

TECHNOLOGY TEAM

Technology Manager
Kevin Simmons

Lab Technician
Vince Loughney

PROJECT MANAGEMENT TEAM

Project Management Supervisor
Fred Dodson

Assistant Project Coordinator
Jason Villa

Release Coordinator
Eric Ippolito

PRODUCT DEVELOPMENT SERVICES GROUP

Director of Product Development Service Group
Dwayne Mason

MOTION CAPTURE

Motion Capture Manager
Brian Rausch

Motion Capture Project Coordinators
Marc Kater, Scott Peterson and Jerry Ashworth

Motion Capture Technology Supervisor
Percy Sagun

Motion Capture Animation Lead
Chad Moore

Motion Capture Animator
Brian Phipps, Frank Strocco, Michael Graessle and Eryn Roston

Motion Capture Specialist
Johnny Walker, Jake Wilson and Travis Parks

Motion Capture Studio Supervisor
James Scarafone

Motion Capture Studio Technician
Daniel Legg and Ryan Beeson

3-D Scanner Lead
Chip Parsons

3-D Scanner Technician
Tony Lui and Doug Hagstrom

Motion Capture Tracking Supervisor
Michael Shinkle

Motion Capture Tracking Technician
David Ibarra and Marla Rausch

Motion Capture Talent
Matt Watts

CINEMATICS

Cinematic Supervisor
Scott McMahon

Cinematic Creative Project Lead
Gene Strocco

Cinematic Project Manager
Nonet Vargas

Cinematic Lead Editor/Compositor
Jahil Nelson

Cinematic Artist
Steve High

Cinematic Editor/Compositor
Aaron McFarland

CG Coordinator
Brian Johnson

CG Artist
Hock Wong

Cinematic Technical Engineer
David Randolph

Special Thanks
Clint Gould, Sao Nguyen and Scott O'Neill
Video Footage courtesy of ACC Video Services

TOOLS & TECHNOLOGY

Manager
Brian Dawson

Senior Tools Engineer
David Hubbard

Tools Engineer
Joe Wilkerson

Development Tools Accounts Administrator
Jason Young

Maya Technical Support Group
Chris Mayberry, Dave Marshall and Rick Harding

MARKETING

Director of Marketing
Ami Blaire

Product Manager
Allan Frankel

Marketing Specialist
Doug Panter

Director of Public Relations
Molly Smith

Public Manager Sports
Ron Eagle

Public Relations
Carrie Altuvilla and Ben Schechter

Director of Promotions
Sharon Shapiro

Senior Manager Sports Promotions
Bob Johnson

Promotions
Janeen Anderson, Blair Elliot and Tracy Ryder

Sales
Mark Allice, Jannine Deming, Brain Dimick, David Fiano, Brain Hale, Phil Harrison, Diane Henn, Jeff Hutchinson, Ian Jackson, Rich LaRocca, Jackie Lopez, Todd Moeller, Frank O'Malley, George Richard, Brenda Rocco, Rick Rooney, Tom Taylor and Stephen Turvey

LOYALTY & CHANNEL MARKETING

CREATIVE SERVICES

Director
Ed DeMasi

Team
Josh Bingham, Jack Siler, Quinn Pham, Marie Macaspac, Lori Chase-Nardi, Kip Roggendorf, Michele Freeman, Jennifer Jones and Ted Jalbert

Administrative Assistants
Marv Cabanero, Sheri Hockaday and Noel Silvia

Documentation and Layout
David Lovalvo

Packaging & Manual Design
Creative Dynamics

ONLINE & DIRECT MARKETING

Director
Steve Williams

Sr. Manager
Peggy Gallager

Team
Kim Yuen, Jesse Caid, Jonathan Ries, Cyril Tano, Josh Meighen, Michael Person, Chris Hagedorn, Eric Lempel and Paul Howell

LEGAL & BUSINESS AFFAIRS

Director, Business Affairs
Dan O. Figueroa

Intellectual Property Attorney
James P. Williams

Legal & Business Affairs Team
Kirsten Costello (Paralegal), Marla Dressen (Paralegal) and Leslie Hoffman (administrative Assistant)

Music– Legal & Business Affairs
Brian Fukuji and Sasha Osgood

LEAGUE ACKNOWLEGMENT

NCAA, CLC, Andy Waligowski, Stats Inc., ACC Video Services: Scott McBurney, Brian Kast, Stew Williams and Stephen Herbster

We would like to thank each individual at Sony Computer Entertainment of America for their contributions, support and dedication to the success of the **NCAA Final Four 2003** with special recognition to the Executive Management team including: Kaz Hirai, Shuhei Yoshida, Jim Bass, Masayuki Chatani, Andrew House, Steve Ross, Riley Russell, Jack Tretton and Marilyn Weyant

SPECIAL THANKS

Juan Dixon, Jeff Fried, Carrie Potter, Rachel Arruejo, Algon Leighton, Kolbe Launchbaugh, Kristin Hansen, Becky Boyd, Steve Ososkie, Jennifer Clucas, Tracy Rossiter, Charger Girls: Tracey Holwitz, Erica Gildersleeve, Sigrid Aquino, Angela Ramirez, Latiena Gordon and Mary Tess Paulite

"The John R. Wooden Award and trophy design, The Los Angeles Athletic Club name and logo design are registered marks of LAACO, Ltd."

CARLIN AMERICA, INC.: Marianne Conlin
HALLMARK MUSIC COMPANY INC.: Dennis Livingston
MPL COMMUNICATIONS, INC.: Peter Silvestri
SONY MUSIC: Tommy Matola

Jed Frits @ University of Colorado
Mike Osgood @ Iowa State University
Tommy McGrath of Tampa Bay

LIMITED WARRANTY

Sony Computer Entertainment America (SCEA) warrants to the original purchaser of this SCEA product that this software is free from defects in material and workmanship of a period of ninety (90) days from the original date of purchase. SCEA agrees for a period of ninety (90) days either to repair or replace, at its option, the SCEA product. You must call 1-800-345-SONY to receive instructions to obtain repair/replacement services.

This warranty shall not be applicable and shall be void if the defect in the SCEA product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE SCEA. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL SCEA BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE SCEA SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Sony Computer Entertainment America. 919 East Hillsdale Blvd. Foster City, CA 94404

The "Officially Licensed Collegiate Products" label is the exclusive property of The Collegiate Licensing Company. The "Collegiate Licensed Product" label is the property of the Independent Labeling Group. All names, logos, teams icons, and mascots associated with the NCAA, universities, and conferences are the exclusive property of the respective institutions. Designed and Developed by Killer Game. © 2002 Sony Computer Entertainment America Inc. Copyright 2002 by STATS, Inc. Any commercial use or distribution of the Licensed Materials without the express written consent of STATS is strictly prohibited.

NBA ShootOut is a trademark of NBA Properties, Inc. The NBA and individual NBA member team identifications used on or in this product are trademarks, copyrighted designs and other forms of intellectual property of NBA Properties, Inc. and the respective NBA member teams and may not be used, in whole or in part, without the prior written consent of NBA Properties, Inc. © 2002 NBA Properties, Inc. All rights reserved. Dolby and the Double-D symbol are trademarks of Dolby Laboratories. Developed by 989 Sports. © 2002 Sony Computer Entertainment America Inc.

Licensed for play on PlayStation 2 computer entertainment systems with the NTSC U/C designation only. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. 989 Sports and the 989 Sports logo are registered trademarks of Sony Computer Entertainment America Inc. The Sony Computer Entertainment logo is a registered trademark of Sony Corporation. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION 2 CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.

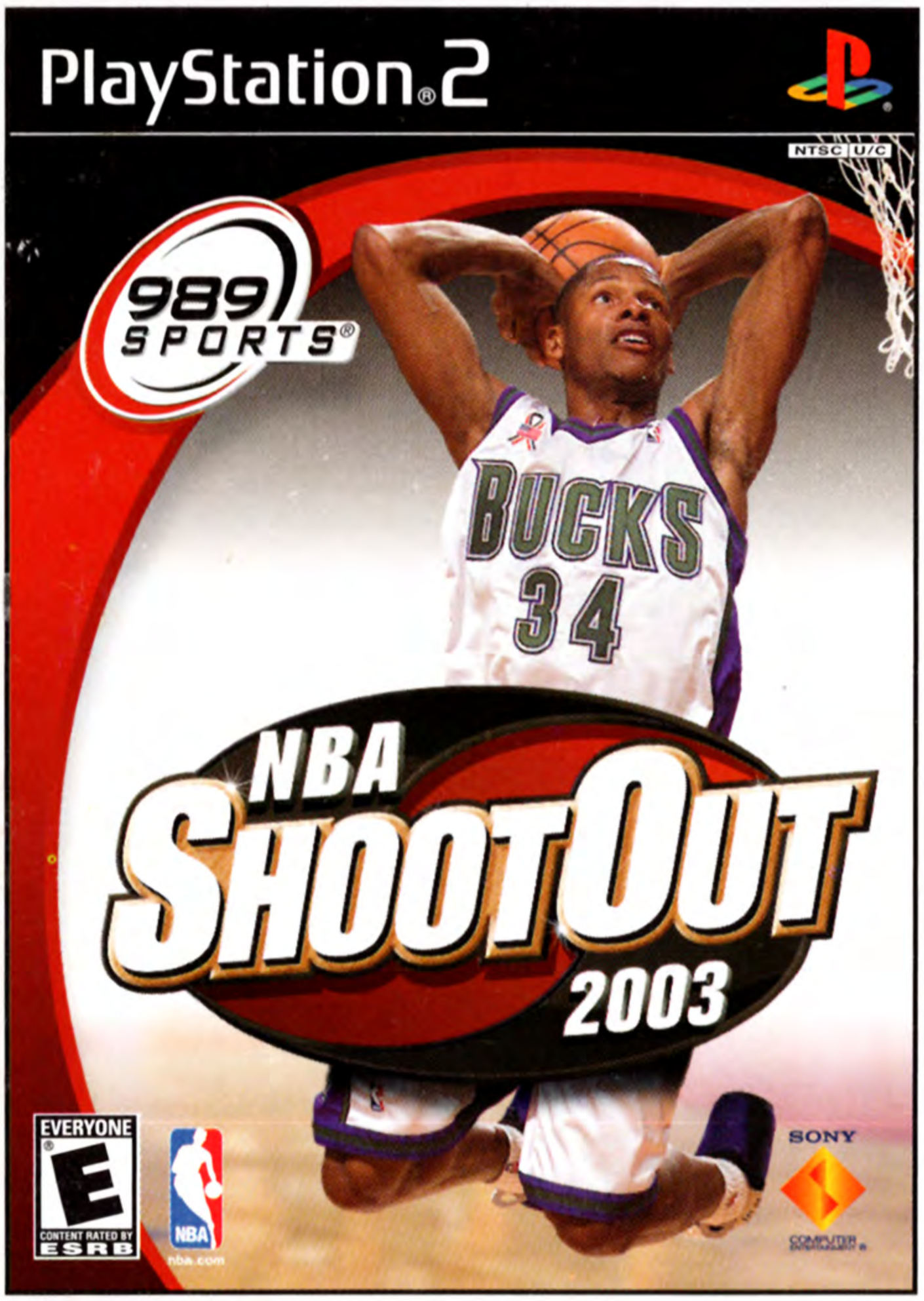
989 SPORTS®

SEPTEMBER 2002 ISSUE No. 6

PRACTICE, EXHIBITION, SEASON, PLAYOFF & CAREER MODES
RIGHT STICK BUTTON OFFERS 22 UNIQUE SPECIAL MOVES
DEDICATED POST UP GAMEPLAY CONTROLS
COMPLETELY REBUILT ANIMATION & A.I. ENGINES

www.989sports.com www.nba.com

NBA ShootOut 2003 In Stores Now!



NBA
nba.com

See inside back cover for legal information.